

1. Record Nr.	UNINA9910734870203321
Autore	Stephanidis Constantine
Titolo	HCI International 2023 Posters [[electronic resource]] : 25th International Conference on Human-Computer Interaction, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part I // edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-35989-5
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (738 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1832
Altri autori (Persone)	AntonaMargherita NtoaStavroula SalvendyGavriel
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Coding theory Information theory Computer systems Computer vision User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Coding and Information Theory Computer System Implementation Computer Vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Supporting Health, Psychological Wellbeing, and Fitness -- Design for All, Accessibility and Rehabilitation Technologies -- Interactive Technologies for the Aging Population.

The five-volume set CCIS 1832-1836 contains the extended abstracts of the posters presented during the 25th International Conference on Human-Computer Interaction, HCII 2023, which was held as a hybrid event in Copenhagen, Denmark, in July 2023. The total of 1578 papers and 396 posters included in the 47 HCII 2023 proceedings volumes were carefully reviewed and selected from the 7472 contributions. The posters presented in these five volumes are organized in topical sections as follows: Part I: HCI Design: Theoretical Approaches, Methods and Case Studies; Multimodality and Novel Interaction Techniques and Devices; Perception and Cognition in Interaction; Ethics, Transparency and Trust in HCI; User Experience and Technology Acceptance Studies. Part II: Supporting Health, Psychological Wellbeing, and Fitness; Design for All, Accessibility and Rehabilitation Technologies; Interactive Technologies for the Aging Population. Part III: Interacting with Data, Information and Knowledge; Learning and Training Technologies; Interacting with Cultural Heritage and Art. Part IV: Social Media: Design, User Experiences and Content Analysis; Advances in eGovernment Services; eCommerce, Mobile Commerce and Digital Marketing: Design and Customer Behavior; Designing and Developing Intelligent Green Environments; (Smart) Product Design. Part V: Driving Support and Experiences in Automated Vehicles; eXtended Reality: Design, Interaction Techniques, User Experience and Novel Applications; Applications of AI Technologies in HCI.
